

```
#include<graphics.h>

#include<stdio.h>

#include<conio.h>

#include<math.h>

#include<dos.h>

int main()

{

    float x,y,x1,y1,x2,y2,p,dx,dy;

    int gd=DETECT, gm=0;

    initgraph(&gd,&gm,"C:\\TurboC3\\BGI");

    printf("\n Enter x1 coordinate:");

    scanf("%f",&x1);

    printf("\n Enter y1 coordinate:");

    scanf("%f",&y1);

    printf("\n Enter x2 coordinate:");

    scanf("%f",&x2);

    printf("\n Enter y2 coordinate:");

    scanf("%f",&y2);


    x=x1;

    y=y1;

    dx=x2-x1;

    dy=y2-y1;


    putpixel (x,y,YELLOW);
```

```
p = (2 * dy-dx);  
while(x <= x2)  
{  
    if(p<0)  
    {  
        x=x+1;  
        p=p+2*dy;  
    }  
    else  
    {  
        x=x+1;  
        y=y+1;  
        p=p+(2*dy)-(2*dx);  
    }  
    putpixel (x,y,YELLOW);  
}  
getch();  
closegraph();  
return 0;
```

Enter x1 coordinate:123

Enter y1 coordinate:324

Enter x2 coordinate:234

Enter y2 coordinate:234
